

Table of Violations and End of Matches for RoboSport 2022 (Date: 23.06.2022)

Row	Part	Rule Number	Rule Description	The result of the Match/ Game	Remarks
1	3. Responsibilities and team's own work	3.1 ~ 3.10	Violation of Ethics Code and unfair behavior.	The violating team loses that Game 0-3 or gets disqualified from the entire tournament depending on how serious is the violation.	[Violation] Losing a Game means all 3 Matches have the result of 8-0.
2	6. WRO Double Tennis – Specific Game Rules	6.1.2	If one of the team's robots does not pass the robot check by the judges, the team will not participate in that Game.	The violating team loses that Game 0-3.	[Violation] Losing a Game means all 3 Matches have the result of 8-0.
3		6,17	If a team enters data through physical adjustments, the team will not participate in that Game.	The violating team loses that Game 0-3.	[Violation] Losing a Game means all 3 Matches have the result of 8-0.
4		6,22	If the part left by one robot prevents balls to be delivered from one half of the game field to another, or the part left by one robot is moved to the half dedicated for another team's robots, the Match is stopped and the team with the robot that left the part on the field loses that Match.	The violating team loses that Match 8-0.	[Violation]
5		6,23	Entering data to a program by giving visual, audio or any other signals to the robots during the match is a violation and the violating team loses that Match.	The violating team loses that Match 8-0.	[Violation]
6		6,26	If any part of the robot touches the red area on the ramp, the Match is stopped and the team with the robot that violated the rule loses that Match.	The violating team loses that Match 8-0.	[Violation]
7		6,27	If the robot of one team touches the other team's robot on purpose, the violating team loses that Match. The judges have to decide if the touch was on purpose after taking all circumstances into consideration.	The violating team loses that Match 8-0.	[Violation]
8		6,28	A team's robot touches any surface (mat, the ramp's slope, wall) on the opponent's half of the field.	The violating team loses that Match 8-0.	[Violation]
9		6.30	The robot removes the ball intentionally from the field on its half, but not in the opponent's half of the field.	The violating team loses that Match 8-0.	[Violation] See 6.31.3 below
10		6.31.1	The match timer expires.	The teams have to stop their robots when the judge calls out STOP. Then scoring takes place.	All balls that are passed over to the opponents game field after call of the judge must be placed back to where it was when the judge called STOP.
11		6.31.2	The robot of one team touches the robot of another team or the surface (mat, the ramp's slope, wall) on the opponent's half of the field.	This is considered a violation and the violating team loses the Match 8-0.	[Violation]
12		6.31.3	The robot removes the ball intentionally from the field on its half but not in the opponent's half of the field.	This is considered a violation and the violating team loses the Match 8-0.	[Violation]
13		6.31.4	The robot changes its size as so dimensions exceed 200 x 200 x 200 mm.	The violating team loses that Game 0-3 or gets disqualified from the entire tournament depending on how serious is the violation.	[Violation] Losing a Game means all 3 Matches have the result of 8-0.
14		6.31.5	After the first 30 seconds of the match is passed, there is a situation when all in-game balls are on the same half of the game field for more than 10 seconds. The balls loaded to the robots on this half are counted as well. This means that the teams must not control all in-game balls for more than 10 seconds, and the judge announce this situation by counting down 10 seconds and the violating team loses the Match 8-0.	The violating team loses that Match 8-0.	[Violation]
15		6.31.6	Any team member touches a robot, a ball, the field mat, the ramp, the barrier or the wall.	The violating team loses that Match 8-0.	[Violation]
16		6.31.7	The robot drives outside of the game field.	If one robot drives outside the game field, the match continues. If both robots does it, it is considered a violation and the violating team loses the match 8-0.	[Violation]
17		6.31.8	The robot damages a ball.	The violating team loses that Match 8-0.	[Violation]
18		6.31.9	The robot or team member damages the field or a game element.	The violating team loses that Match 8-0.	[Violation]
19		6.31.10	There are no balls on the game field.	The match is stopped and considered a tie.	A tie for a Match means 0-0, and a tie for the final result of a game means 1-1.
20	7. WRO Double Tennis – Scoring	7.8.2	The Violations in this table should be taken into consideration.		